

Interweaving Connections

Grade Level	Seventh
Minimum Time Required	50 Minutes
Materials/Resources	Play Money 3 x 5 Cards Optional – Hats, Ties, Other Costumes
Subject Area(s)	Guidance

Project Description:

1. Assign each student an occupation in the community – farmer, car mechanic, cook, teacher, minister, grocer, doctor, nurse, garbage person, police person, etc.
2. Give each student \$60 in play money and six index cards. On three cards have them write three things their career person would need to buy; on the other three write three things a person in their occupation could sell (provide).
3. Have students take turns buying and selling from each other.
4. Randomly remove players from the community, one at a time.
5. When the students realize they can no longer play the game because they can't either buy or sell, stop the game.
6. Lead a discussion with the students as to why the game fell apart. Be sure to emphasize how work, societal needs and economics are interrelated.

Career Development Standard	Understanding how work relates to the needs and functions of the economy and society.
Career Development Indicator	Describe relationship between work and economic and societal needs.
Delivery Level	Review
Academic Standards	
Language Arts	3.1.b Apply effective listening techniques for creative problem-solving and collaborative decision-making. 4.1.b Deliver oral information in a logical, organized, and coherent manner. 4.2.c Apply the appropriate conventions/mechanics of language in personal communication.
Employability/SCANS Skills	Personal Qualities Thinking Skills Basic Skills Systems
Assessment/Rubric	Students will be evaluated based on class participation.